ALUNDRA 2™
A New Legend Begins

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Activision UK Ltd. Gemini House, 133 High street, Yiewsley, West Drayton, Middlesex, UB7 7QL

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PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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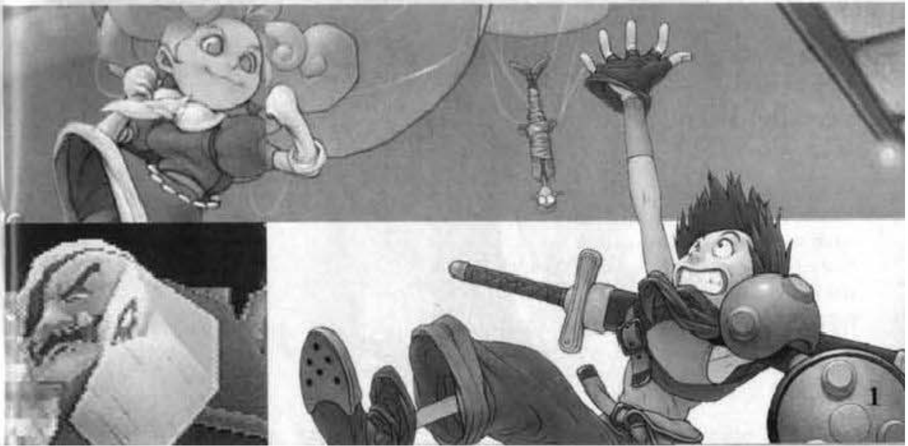
See back page of this manual for Customer Service Nos. and Games Hotline Nos.

1 Player | Memory Card 1 block | Analog Control Compatible | Vibration Function Compatible

SLES-02600

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The Kingdom of Varuna...

For over 2,000 years the descendants of Telcontar, the first King of Varuna, have ruled this proud and ancient land. During that time, peace has reigned supreme and the kingdom has prospered, growing to heights undreamed of by its original rulers...

But within the hallowed halls of the palace an evil presence lurked, awaiting its chance to strike.

The fate of Varuna rests in your hands. You are Flint, a young pirate hunter. You must team up with Princess Alexia in order to avert the tragedy that looms ahead...

Join forces with a beautiful princess to save the Varuna Kingdom!

In addition to our brave young hero and heroine, many other characters have parts to play in the ultimate fate of the Varuna Kingdom. Master the game and you'll be able to meet them all.



Alexia

Next in line for the throne of Varuna, Princess Alexia is a proud and wilful young lady. She learned of Flint by seeing his wanted posters and decided to seek his help.

Flint

The hero of the game. As a boy, he saw his mother murdered by pirates. Now, wielding the great sword of his father, he has dedicated his life to hunting pirates.

Mephisto

With his mysterious powers, he can transform any living creature into a gruesome monster that will obey his will. Formerly the palace wizard, Mephisto is now in the service of Baron Diaz.

The Enemies

The Three Pirates

Although these three pirates never appear to do anything right, they always seem to wind up right in the middle of the action. But are they friends or foes.

Controls

By using the Controller Config (see pg. 12), you can set the button configurations in any way you wish. *Alundra 2*™ is compatible with the Analog Controller (DUALSHOCK™).

L2 Button

Use L2 to change the pocket item (see pg. 9). Press and hold the L2 button to display the items in the pocket, then use the directional buttons to select the item you want.

L1 Button

Use L1 to rotate the camera anticlockwise.
Note: Some screens do not allow the camera to be rotated.

Directional Buttons

Use the directional buttons to move around. Also use them to highlight commands or choices.

Left Stick

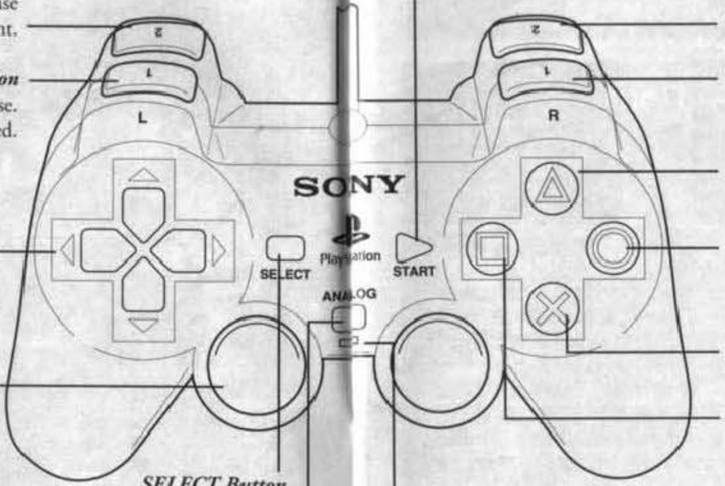
Use in the same way as the directional buttons when in ANALOG Mode (LED: RED).

SELECT Button

Use **SELECT** to zoom in and out. Note: Some screens do not allow the camera to zoom in and out.

ANALOG Mode Switch

Press the ANALOG mode switch to enable/disable the left stick.



Analog Controller (DUALSHOCK™)

START Button

Use **START** to open the Item screen (see pg. 9).
Press **START** to skip the opening movie as well as cut-scenes.

R2 ***Button*** – Hold down the R2 button while pressing the directional buttons to run.

R1 ***Button*** – Use R1 to rotate the camera clockwise.
Note: Some screens do not allow the camera to be rotated.

▲ ***Button*** – Press ▲ to use selected Pocket Item (see pg. 9). When an Elemental Ring is selected, press to shoot an Elemental Shot (see pg. 10).

● ***Button*** – Press ● to talk to people, open doors, or pick up objects. Press ● to put away your sword when your sword is drawn. Press ● while running to perform a slide attack. Also, use ● to cancel commands or selections.

✖ ***Button*** – Press ✖ to jump. Also, use ✖ to confirm commands or selections.

■ ***Button*** – Use ■ to attack. Also, press ■ to talk to people or open doors. Note: Some towns prohibit the use of weapons, so in some places you may not be able to draw your sword.

Software Reset – You can reset Alundra 2 and return to the Title screen by holding down **SELECT**, then pressing and holding **START** for two seconds.

LED

Vibration functions can be turned on or off at the Options Config screen whether (LED: RED) or (LED: OFF).



Starting Play

New Game

Press the OPEN button on the PlayStation® console, and insert the Alundra 2 disc. After closing the disc cover, turn the power on and the PlayStation logo will appear. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.



The opening movie will play automatically, but you can skip it and all other cut-scenes by pressing the **START** button.



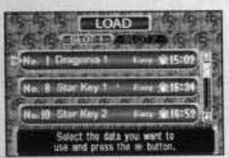
After the Title Screen comes up, select **START** and press the ✖ button.



Now enjoy the game!

Loading a Game

Insert the Alundra 2 disc into the PlayStation console. Also insert a MEMORY CARD with an Alundra 2 saved game into the MEMORY CARD slot then turn on the power.



At the Title Screen, select Continue and press the ✖ button. Once the Load Screen appears, select the MEMORY CARD slot. Then select the game data you wish to use. Your game will continue from that saved spot.

Highlight the game with the directional buttons and press the ✖ button to begin loading. The Alundra 2 saved data on the MEMORY CARD will be displayed.



Using a MEMORY CARD

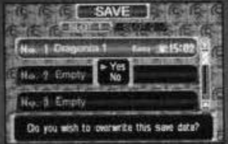
By using a MEMORY CARD you can save your game along the way. To use a MEMORY CARD (sold separately), insert it into either MEMORY CARD slot 1 or MEMORY CARD slot 2. This game requires 1 free MEMORY CARD block for each saved game. Make sure there are enough free blocks on your Memory card before commencing play.

Saving your Game

When you investigate an Adventurer's Journal in a town or dungeon, you will be able to save your game onto a MEMORY CARD. Stand next to and facing the Adventurer's Journal and press the ■ or ● button. After the Save screen appears, select the MEMORY CARD slot that the MEMORY CARD is in and press the ✖ button.



Investigate the Adventurer's Journal and then select a free block on your MEMORY CARD to create a new saved game.



You can also overwrite a previous Alundra 2 saved game by selecting it. A message will appear asking if it is okay to overwrite. If it's okay, select **Yes**, if not select **No**.



The Game

Below is an explanation of how to perform the various character actions and commands necessary to complete the game.

The Game Screen

Action Screen

This is the standard screen displayed when you are moving or fighting. When you speak with other characters in the game, messages are displayed at the bottom of the screen (see pg. 19).



Your Hit Points (HP). The bottom number is your maximum Hit Points and the top number is your current Hit Points. Each time you take damage, the current Hit Points are reduced. When the current Hit Points reach zero, the game is over (see pg. 23). Hit Points can be recovered by items (see pgs. 10-11).

The item within your pocket (see pg. 9) currently ready for use.

Current gold.

The number of keys you are currently holding.

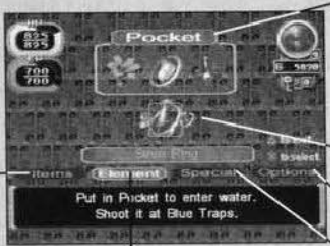
This icon means that the camera angle can be changed in the current game area. When the icon is darkened, the camera angle cannot be changed.

Your Element Points (EP). The bottom number is your maximum Element Points and the top number is your current Element Points. Element Points are reduced each time you use your Elemental Shot. Element Points begin to gradually replenish as soon as you stop moving, but they can also be recovered more quickly through the use of items.

This indicates whether or not you are able to use your sword. If the icon is darkened, it means that the sword cannot be used in the current area.

Item Screen

Press the **START** button while the Action screen is displayed to open the Item screen. There are four commands inside: Items, Element, Special, and Options. Each item or command is described in further detail below.



Select to display the items in your possession. Choose an item to use and press the x button to display the sub-commands. With the ✖ button, choose either **Pocket** to put the item into your pocket or choose **Use** to use it immediately.

- Select to display the items (see pg. 10) in your pocket. Highlight an item with the directional buttons and press the ✖ button to display the sub-commands. To place an Item in your pocket, choose **Pocket** with the ✖ button.
- Shows an item or sub-command depending on your last command.
- Select to display the Options Screen. See pages 12-13 for details.
- Select to display the special items in your possession. Special items cannot be placed inside your pocket.

Shows the Elements in your possession. Highlight an Element with the directional buttons and press the ✖ button to display the sub-commands. Choose **Remove** to remove an Element from your pocket.

Using the Pocket

A maximum of three items (excluding Special Items) can be kept in the pocket. For example, one Elemental Ring (see pg. 10 & 11) and two items. However, only one item may be selected at any given time. The item currently selected from among your pocket items is displayed in the circular window at the upper right corner of the game screen. You can use the selected item by pressing the ▲ button without opening the Item Screen. However, some items are effective simply by being in your pocket.



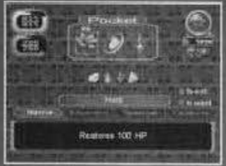
You can also switch your selected item from within the Action Screen. Just press and hold the **L2** button, then select the item with the directional buttons and release.

Consumable Items and Pocket-only Items

Items can be purchased in shops or found in treasure chests. Remember to keep your HP replenished to avoid a quick and unexpected ending to your game.



Put a healing item in your pocket and you'll be able to heal yourself quickly during combat.



Pocket-only items cannot be used from the Item screen.

Elemental Rings

Elemental Rings are small talismans imbued with the living spirits of the Elements. Place an Elemental Ring in your pocket and you can harness the power of one of the elements. You also gain the ability to shoot Elemental Shots and later even summon an Elemental Lord (see pg. 16). However, using Elemental Shots and summoning Elemental Lords requires Element Points. Only one Elemental Ring can be placed in the pocket at one time.



To use your Elemental Shot, select an Elemental Ring from within your pocket and press the ▲ button. In addition to causing damage to enemies, the Elemental Shots can also trigger certain traps.

Pixie (Wind Elemental)



With the Pixie Elemental Ring in your pocket, you can float in the air by pressing and holding the Jump button during a jump. The Pixie Elemental Shot can also temporarily freeze enemies when it hits them (but this is limited to one enemy per floor).

Herbs



Consumable Item. Restores 100 Hit Points.

Tonic



Consumable Item. Restores 300 Hit Points.

Lorien Nuts



Consumable Item. Restores 200 Element Points.

Compass



Pocket-only item. Place the Compass in your pocket and select to display the compass directions on screen.

Elf Ring



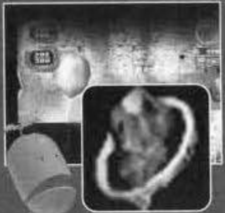
Pocket-only item. Place the Elf Ring in your pocket to increase your attack power.

Siren (Water Elemental)



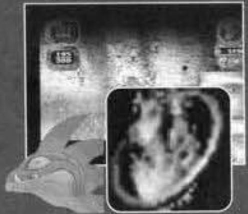
With the Siren Elemental Ring in your pocket, you can move and breathe freely underwater. The Siren Elemental Shot also steals your enemy's Hit Points and restores them to you.

Dryad (Earth Elemental)



With the Dryad Elemental Ring in your pocket, you can step on your enemies and damage them. The Dryad Elemental Shot also injures enemies by causing a rock to fall on their heads.

Newt (Fire Elemental)



With the Newt Elemental Ring in your pocket, you can walk freely over lava. Also, due to the destructive nature of fire, the Newt Elemental Shot causes more damage to enemies than the other Elemental Shots.

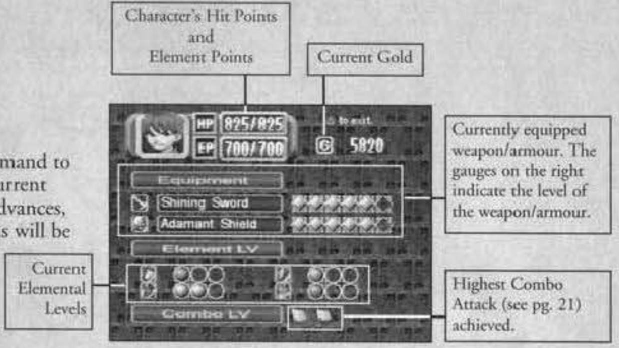
Options Screen

When you select Options from the Item screen, a set of sub-commands will appear.



Status

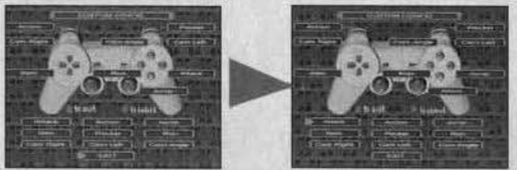
Select the Status command to see your character's current status. As the game advances, additional status items will be displayed.





Controller Config

You can change the functions of each button on the controller. Select one of the three easy-to-use patterns and press the ✖ button. (The default setting is type A.) Also, if you select Custom, you can set each button as you like.



Select Custom Config and a list of functions will be displayed at the bottom of the screen.

Highlight a function you want to assign and then press the button you want to assign it to. When you're finished, select Exit.



Settings

You can change the various game settings here. The setting items are listed on the left and their descriptions are listed on the right. Press up/down to highlight the item and then press left/right on the directional buttons to select. When you're finished changing the settings, press the ✖ button to exit after accepting the changes, or the ● button to exit without accepting the changes. Press the **START** button to revert to the default settings.

Messages: Controls message speed. Select Slow, Normal or Fast.

Vibration: Toggles vibration function on or off when using an Analog Controller (DUALSHOCK).

Run: Changes run method. Select Tap Once to run with just one push of the button. Select Hold Down and you only run while the button is held down.

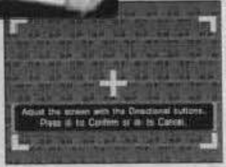
Window: Changes the background of the message window. In Normal mode, the message window is semi-transparent. In Black mode, the window is entirely black.

Sound: Select either Stereo or Mono.

BGM Volume: Move to the right to increase the background music volume. Cut-scene volume is not affected.

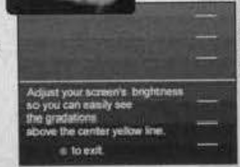
SFX Volume: Move to the right to increase the sound effects volume.



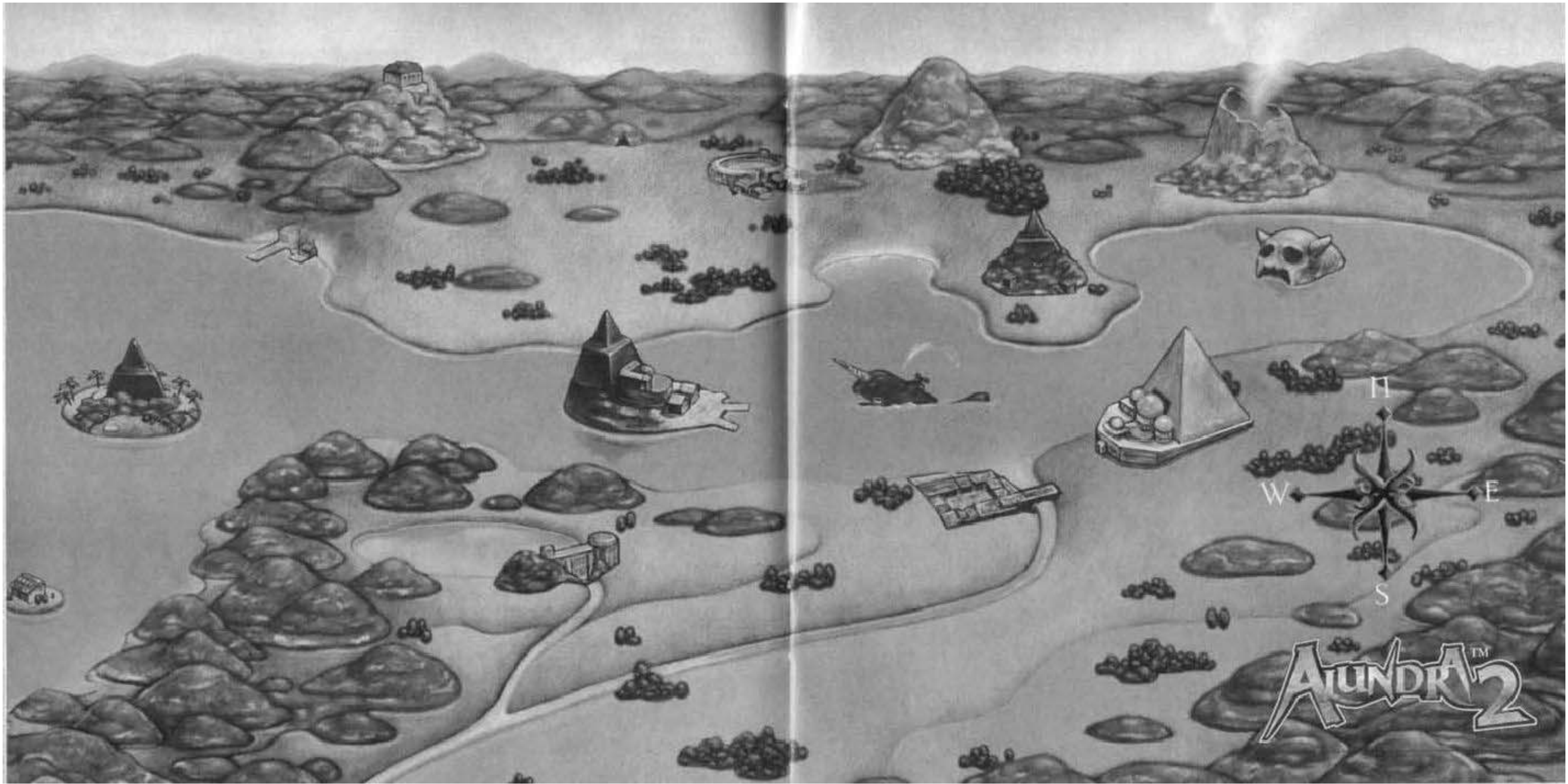


You can also adjust the screen alignment. Use the directional buttons to adjust the screen to fit your monitor and press the ✖ button to confirm.





This screen is to help you correctly adjust your monitor's brightness to fully enjoy the game graphics. Adjust the monitor's brightness so that the gradations above the yellow line can be clearly seen.


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ALUNDRA™ 2

Actions

In addition to the basic controls, there are other actions you can perform. Refer to the Controls section (see pg. 4) regarding basic controls such as jumping, running, and attacking.





Running Attack
Press the ■ button while running to make a running attack.



Summoning an Elemental Lord
With an Elemental Ring selected in your pocket, press the ▲ and ● buttons simultaneously to summon an Elemental Lord. Each Elemental Lord releases a burst of pure Elemental Force which causes massive damage to all enemies on the screen. However, summoning an Elemental Lord consumes a great deal of Element Points and requires you to have Elemental Rings of level two and above.



Climb Up/Down Ladders
When you are next to and facing a ladder, you will automatically grab it. After that, just use the directional buttons to move up or down.



Using Items
When an item is in your pocket and selected, you can use it simply by pressing the ▲ button. For details, see pg. 9.



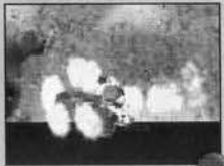
Running Jump Attack
Press the ✖ button while running to do a running jump. Then press ■ to attack while leaping.



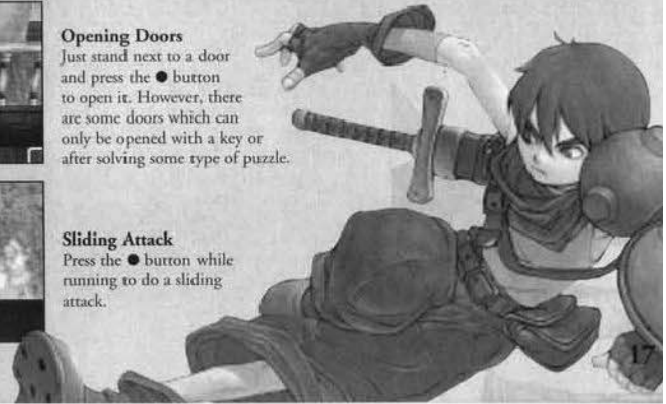
Picking Up/Throwing Objects
There are a number of objects such as boxes and vases that you can pick up and throw. Just stand next to and facing the object and press the ● button. To throw the object, press the ● button again while holding the object.



Opening Doors
Just stand next to a door and press the ● button to open it. However, there are some doors which can only be opened with a key or after solving some type of puzzle.



Sliding Attack
Press the ● button while running to do a sliding attack.





Town Actions

In towns, you can purchase items necessary for your quest as well as learn valuable information.



Once you leave town, the Map screen comes up. To travel around, just point in the direction you want to travel.



Once you arrive, the place name will be displayed. Press the ✖ button to enter that area. In addition to towns, there are also dungeons where monsters await.



Once you clear an area of monsters, you will be able to pass through that area without entering the dungeons.

Talking with People and Making Choices

By talking with people in towns, you can learn information about your next destination and sometimes even start a new event. When you want to talk to a particular person, just stand next to the person and press the Attack or Action button. Depending on the conversation, choices may appear. If this happens, just highlight the choice with the directional buttons and press the ✖ button.

Heal Up Before Continuing Your Journey

Before heading into danger, it's best to be at full strength. If you are low on Hit Points, it's wise to heal up before going further. In addition to using items to recover Hit Points, you can also heal yourself at Healing Points or at inns. Also don't forget to save your game often (see Saving Your Game, pg. 7).



Healing Point—Step on a Healing Point and your Hit Points and Element Points will recover to their maximum value. Healing Points can be found in dungeons as well as in towns.



It costs gold to stay the night in an inn, but it raises your Hit Points and Element Points to their maximum value. To stay the night, just choose **Yes** and confirm with the ✖ button.

Shopping

There are shops in town that sell weapons, armour, and items. Make sure you're always fully supplied.



How to Get More Gold

You can find additional gold by defeating enemies and opening treasure chests. Just move your character over the coin and it will automatically be added to your current gold. You can also find gold hidden in piggy banks in villager's homes as well as among the grass and bushes. The value of the coins depends on their colour.



Learning Combo Attacks

Bring Puzzle Pieces to Lord Jeehan

Bring puzzle pieces to Lord Jeehan and he will eventually teach you his special Combo Attacks. When you see one of the statues of Lord Jeehan, just stand next to it and press the ■ or ● button to investigate.



Jump on the warp pad that appears and you'll warp to Lord Jeehan's dojo. Each time you help him to complete a puzzle, he'll teach you a Combo Attack.



With a Combo Attack, you'll be able to make multiple attacks against an enemy.



Talk to Lord Jeehan's Student



Also in the dojo is a young student of Lord Jeehan's. He knows a thing or two about wielding a sword too, so talk to him to see what you can learn.



Dungeon Actions

Traps and enemies await you in the dungeons. Try to avoid the danger and continue on your journey.



Battle

In addition to enemies attacking you up close, some may attack you from a distance by throwing objects. Enemies generally attack with a certain pattern, so try to avoid their attacks. Circle around and counter-attack when there's a chance. After inflicting a certain amount of damage, the enemy will be defeated. At that point, items or gold may appear.

Watch for the Boss' Pattern!



Boss attacks cause far greater damage than the lesser enemy attacks. When you find yourself in a Boss battle, try to avoid its attack and watch for a pattern. Once you learn the pattern, it's your chance to counter-attack. After a certain amount of damage, the Boss' attack pattern will change. That's when you've got to put out all your effort to finish the job. Remember that once you start a Boss battle, there's no turning back. Defeat a Boss and you'll get a large number of coins.

Game Over and Continue



Once your Hit Points reach zero, the game is over. When the game ends, the Continue Screen automatically comes up.



Choose Last Saved Game and you can start from your last saved spot. That's why you should save your game as often as possible.



Choose Load Screen and you'll return to the Load Screen (see pg. 6). Choose Title Screen to return to the Title Screen.

Note: There is no option to quit from within the game.

For the Faint of Heart...

Equip yourself with weapons and items before you head for the dungeon. With high-quality weapons and armour and plenty of healing items, you should be ready for just about anything.



Traps

Below are examples of some of the traps that can be found in the game. Generally speaking, there are three types of traps.

1. Traps that can be solved by actions

Some traps in the game appear as obstacles blocking passageways. These can be either moved or destroyed by first performing some action. If you find a suspicious object, try performing various actions on it. If you make a mistake while trying to move the object, leave the room once and then return. The trap will have returned to its original position.



Blocks with handprints on them can be moved with the ● button and the directional buttons. Blocks with handles can likewise be pulled.



Throw a torch at the bomb to light its fuse and destroy the block.

2. Traps that cause damage when touched

Some traps, such as steam valves, cause damage when you get too close to them. In the case of steam valves, wait until the steam stops and then hurry past them.



3. In some areas, the action won't proceed until you defeat all the enemies on that floor. If you can't seem to find a key or other way through, try defeating all the enemies on that floor.



Mini-Games

Alundra 2 has a number of different mini-games. Some mini-games must be played in order to advance the game's story. Here's an example of just one of the mini-games in *Alundra 2*.

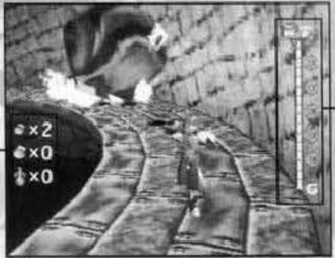
Roller Ball

A mini-game where you run away from a Boss who has transformed into a giant ball. Get run over or fall into the pit and it's game over. A Continue screen will then appear and you can choose to either begin again from the last checkpoint or return to the Load screen. Get through all six checkpoints and you've cleared the mini-game.

Controls

You are facing the screen and running around a circular track. Avoid obstacles in your path with the directional buttons while jumping over holes in the track. Arrows along the track indicate where the holes are, so as soon as you see one, jump for your life! Also scattered on the track are coins, speed-increasing turbo items, and blocks that must be jumped on and broken to reveal their treasure. Try to grab as many of them as you can.

Number of coins and items retrieved.



Displays your current position on the map. Checkpoints are indicated by the letter **C** and goals by the letter **G**. When you continue, you start the action from the last checkpoint you passed.

Credits

Activision, Inc.

Executive Producer ..... Mika Hayashi
Associate Producer .... Tad Horie
Translator .... Jeremy Blaustein
Script Editors .... Tad Horie
T. Colin Mack
QA Managers .... Marilena Morini
Sam Nouriani
Marietta Pashayan
QA Senior Lead .... Joe Favazza
QA Project Lead ..... Adam Hartsfield
QA Floor Leads .... Peter Muravez
Jeremy Gage
Testers .... Sean C. Heffron,
Jeff Moxley, Frank So,
David Moore, Eric Zimmerman
Senior Vice President ...... Bill Swartz
Acquisitions Manager .... Takehisa Abe
Acquisitions Executive .... David Grijns
Executive VP of Worldwide Studios
.... Mitch Lasky
VP of Business & Legal Affairs
.... George Rose
Sr. Business & Legal Affairs Manager
.... Michael Hand
Global Brand Management Director
.... Will Kassoy
Associate Brand Managers
.... Serene Chan
Brad Carraway

Voice Actors
Zeppo, Mini-game male ..... Earl Boen
Ruby, Naomi, Rusty, Royal Girl B
.... Jennifer Hale
Albert, Messenger B, Pirate E
.... Scott Menville
Mephisto, Ratcliffe/Belgar,
Murox, Pirate D .... Dee Baker
Lilly, Audrey, Dart Girl ... Nancy Linari
Alexia, Royal Boy A,
Royal Girl D, Dart Lady ..... B.J. Ward
Diaz, High Priest C, Tirion ... Neil Ross
Pierre, Pirate 1, Madd Flower,
Pirate F .... Cam Clarke
Narrator, High Priest A,
Pirate A .... Paul Lukather
Pirate B, Kings Messenger A
.... Jason Marsden
Nunugi, Villager A, Pirate C
.... Peter Lurie
Prunewell, High Priest B, Store Owner,
Villager B .... Paul Eiding
Milena, Natasha, Royal Boy C
.... Mary Kay Bergman
Casting & Voice Recording Director
.... Kris Zimmerman
Special Thanks .... Ignited Minds, LLP
Jim Summers, Jason Wong
Eric Zala, Aaron King,
Indra Gunawan, Tanya Langston,
Ani and Kevin, Matt Morton

JAPAN STAFF
Director .... Yasuhiro Ohori
Co-Director .... Masumi Takimoto
Story .... Hiroshi Miyaoka
Game Design .... Yasuhiro Ohori
Takahiro Kondo

Program
Main Program .... Shinya Ito
System Program ... Masayasu Yamamoto
Sub Program .... Munehiro Tani
Enemy Action Program
.... Tomohiro Ishikuro

3D Motion Character Editing
Main Artist .... Koji Sakamoto
Artists .... Yoshiyuki Yanagisawa
Junichi Morita
Masaru Sugayama

3DMap Editing
Main Artist .... Ryushiro Miyazaki
Artists .... Teruyo Ochiai,
Hiroyuki Sasaki, Yukiko Suzuki,
Yuka Miyami, Yoshiharu Tobe

2D Graphic Artists
.... Kunihiko Taniguchi,
Takaki Iwata, Makoto Yamaki,
Hideyuki Takehana, Seiji Sano,
Teruyo Ochiai, Takahiro Kondo
Character Design .... Shuuji Imai

Object Character Coding
Event .... Takeshi Ohshima
Trap .... Yasuhiro Matsumoto
Kenji Ohmori
Map Design .... Osamu Kasai
Kenji Orimo
Yasuo Futatsugi

Movies
Movies Director .... Ryushiro Miyazaki
Coding Staff .... Masateru Inagaki,
Takahiro Suzuki, Hironori Hoshino,
Kotarou Ota

In Gamar Isle Games
Mini Game Design
.... Masayasu Yamamoto
Kotarou Ota
Mini Game Program ... Masaru Imaoka
Mini Game Graphic Artists
.... Takaki Iwata
Kunihiko Taniguchi

Sound
Sound Producers ..... Akihiko Shimizu
Kohei Tanaka
Yuji Saito
Sound Assistant Producers .. Jouji Asahi
Hajime Touma
Yasutetsu Mori
Sound Directors ...... Masamichi Seki
Kaori Ohshima

Sound Effect .... Kaori Ohshima
Daiki Kasho
Shingo Okumura
Sound Program .... Naoki Matsuya
Sound Driver Program ... Youichi Ueda
Tomoyuki Hoshi
Music .... Kohei Tanaka
QA .... Hisao Kawarai
Takahiro Matsumoto
Special Thanks ..... Takafumi Fujisawa,
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Yasuaki Yabuta, Kentarou Nakagoshi,
Kazumi Nanaumi, Naoko Tateuchi,
Yoshiko Furusawa, Maya Nakamura,
Hiroko Yagisawa, Hiroko Wakunaga,
Yu Takadera
Producer .... Takahiro Kaneko
Co-Producer .... Masahiro Nii
Supervisors .... Toshiyuki Miyata
Yukio Nagasaki
Executive Producer .... Akira Sato
International Version Sound Director
.... Kaori Ohshima
International Version Coordinators
.... Mikiko Okai
Masaaki Doi
International Version Directors
.... Satoshi Tsuihiji
Takahiro Kondo
Game Development ... Matrix Software
Production .... Contrail
Publisher .... Activision, Inc.

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